EC441: Lab 6

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6.0 Prelab

Problem 4.5

Part a)

Prefix	Interface
224.0.0.0	0
224.64.0.0	1
224.65.0.0	2
225.64.0.0	3
else	4

Part b) **i)** 200.145.81.85 matches no prefix and is sent to interface 3

i) 225.64.195.60 matches 225.0.0.0 the most and is sent to interface 1

i) 225.128.17.119 matches no prefix and is sent to interface 3

Problem 4.6

Range	Interface
0 - 63	0
64 - 95	1
96 - 127	2
128 - 192	3
192 - 255	4

Problem 4.8 Subnet 1 needs 12 interfaces which requires 3 bits. Subnets 2 need 60 interfaces or 6 bits and Subnet 3 needs 7 bits for 90 interfaces.

Subnet	Network Address
1	223.1.170.240/3
2	223.1.17.192/6
3	223.1.17.128/9

Problem 4.17

Part a) Capture packets & continually update the max range of the IDENT field, thereby counting the number of hosts being the NAT

Part b) The IDENT field is randomly assigned the above method would not work, instead the number of unique IDENT's should be counted to indentify the number of hosts behind a NAT

6.2 ICMP and Ping

Problem 1

Part a) Host IP addr. : `172.16.199132`.

Part b) Dest IP addr. : `143.89.14.2`.

Part c) ICMP protocol No.: 1.

Part d) ICMP is not an application layer protocol, and only communicates between hosts and routers.

Part e) ICMP type: `8` and code: `0`. The type indicates that this ICMP is a ping request and the code means ??

Part f) Sequence No.: (BE)`1`, (LE)`256`. Identifier: (BE):`1846`, (LE):`13831`. The sequence number and indetifier are used to match responses to their request.

Problem 2

Part a) Type: `0`, Code: `0`. This pair of values correspond to a ICMP ping reply message

Part b) Sequence Number: (BE)`1` & (LE) `256`, Identifier: (BE)`1846` & (LE)`13831`. The sequence number and indetifier are used to match responses to their request.

Figure 1: The console output of the ping to ust.hk

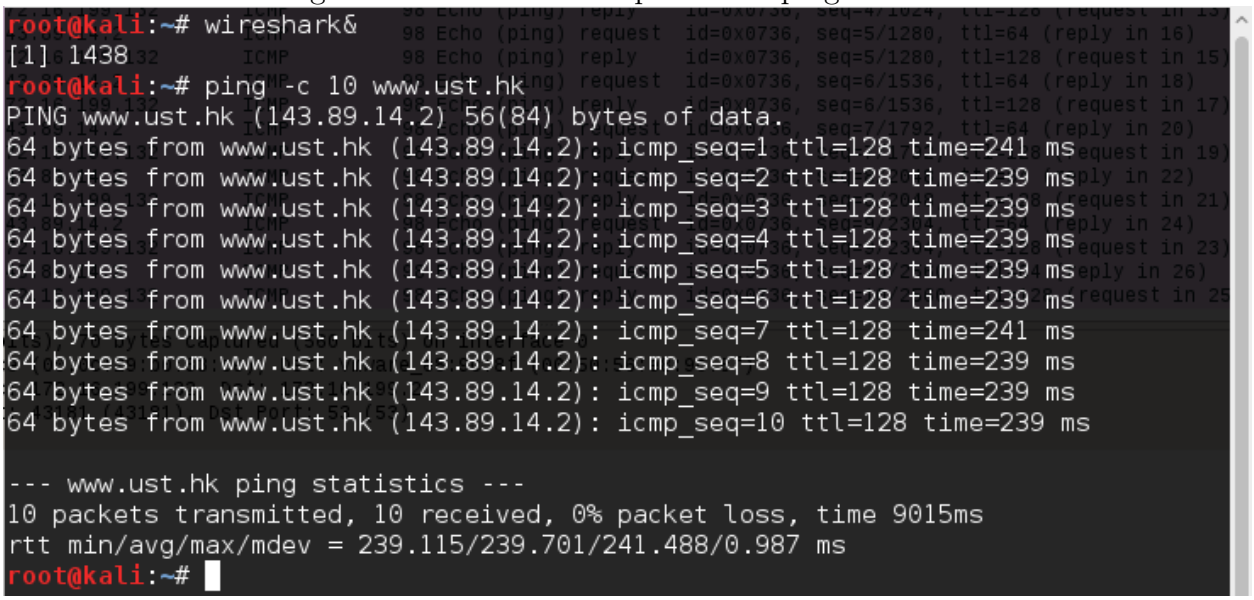


Figure 2: The first ICMP packet

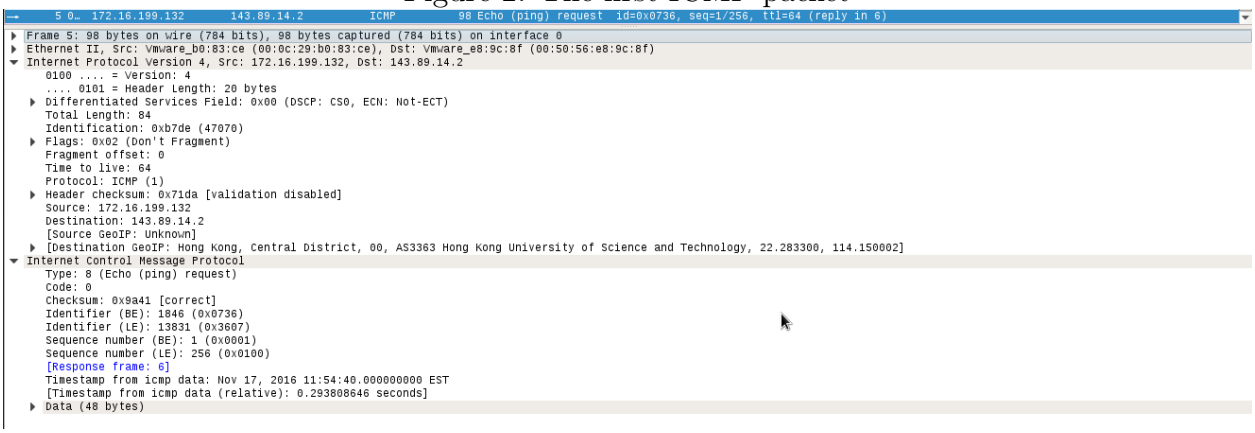
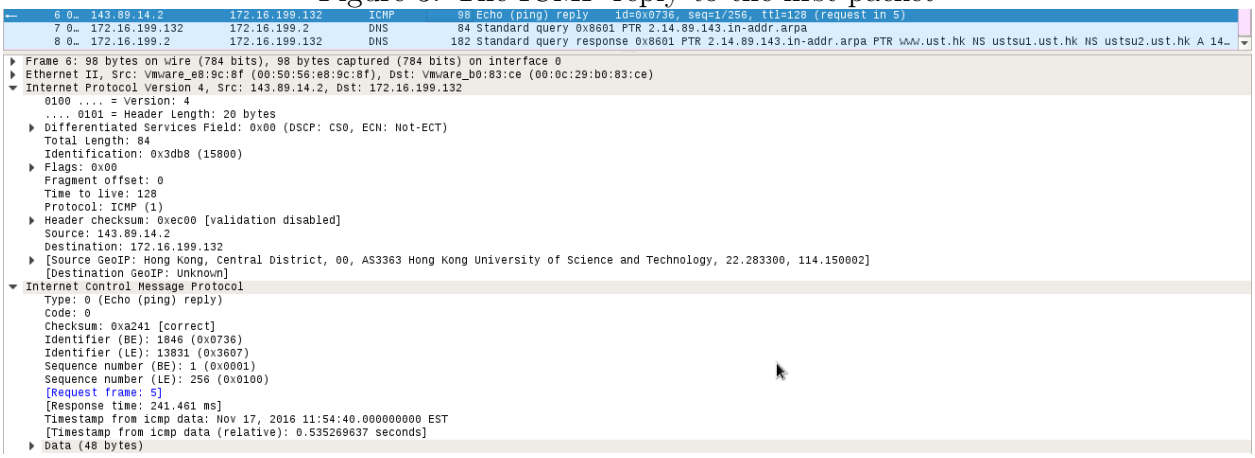


Figure 3: The ICMP reply to the first packet



6.3 ICMP and Traceroute

Problem 1

Part a) Host IP addr.: `172.16.199.132`.

Part b) Dest IP addr.: `222.92.46.5`.

Part c) UDP protocol No.: 17.

Part d) TTL field value: 1

Problem 2 The fourth UDP packet had a TTL of 2.

Problem 3 The ICMP TTL-exceeded error has type 11, code 0 field values

Problem 4 ??

Figure 4: The first UDP packet

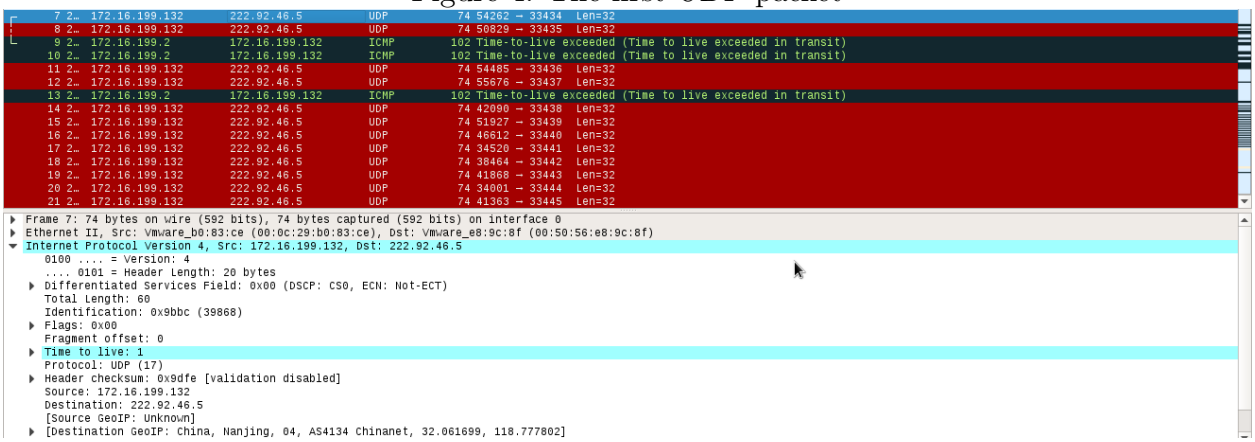


Figure 5: The fourth UDP packet

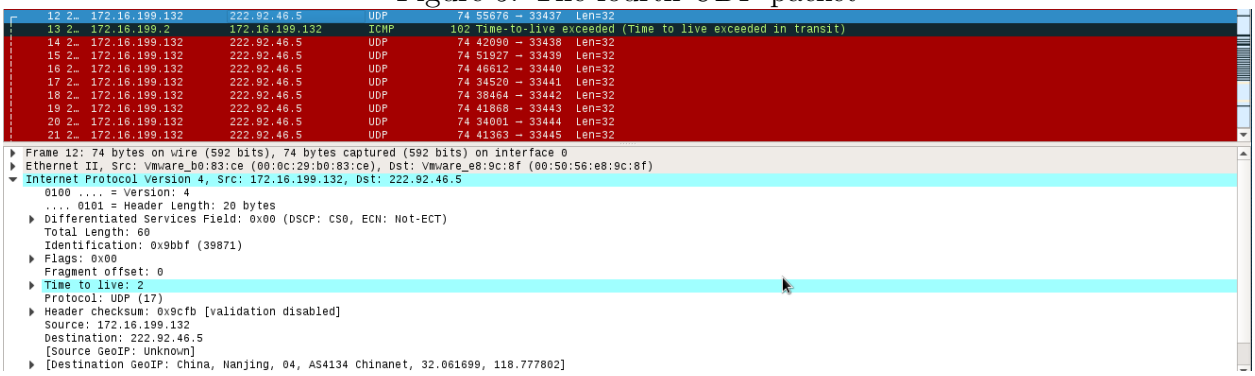


Figure 6: The ICMP TTL-exceeded packet

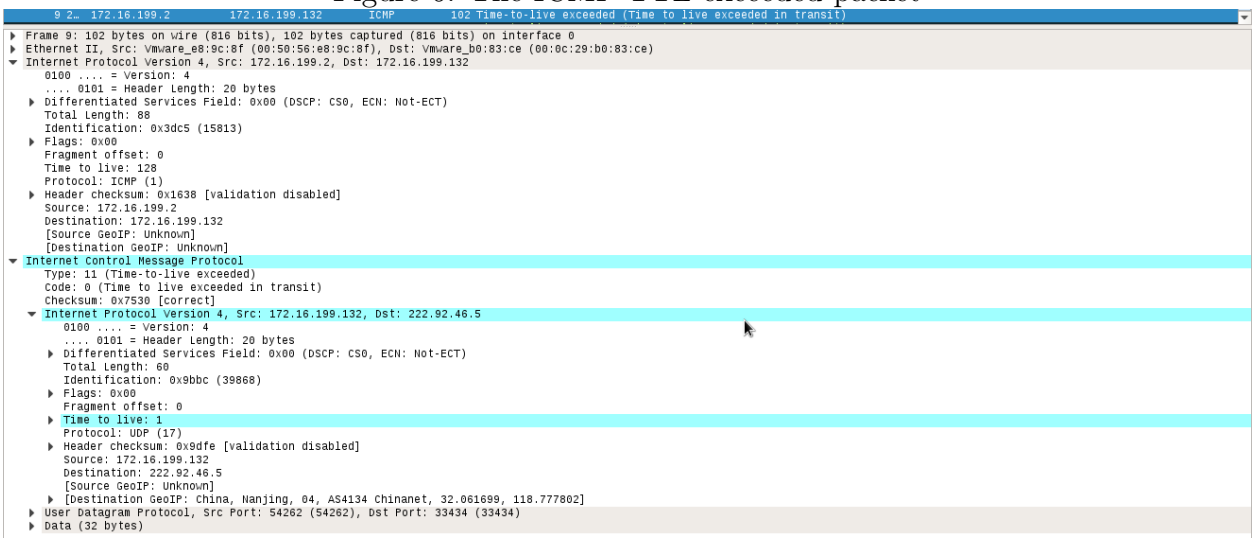
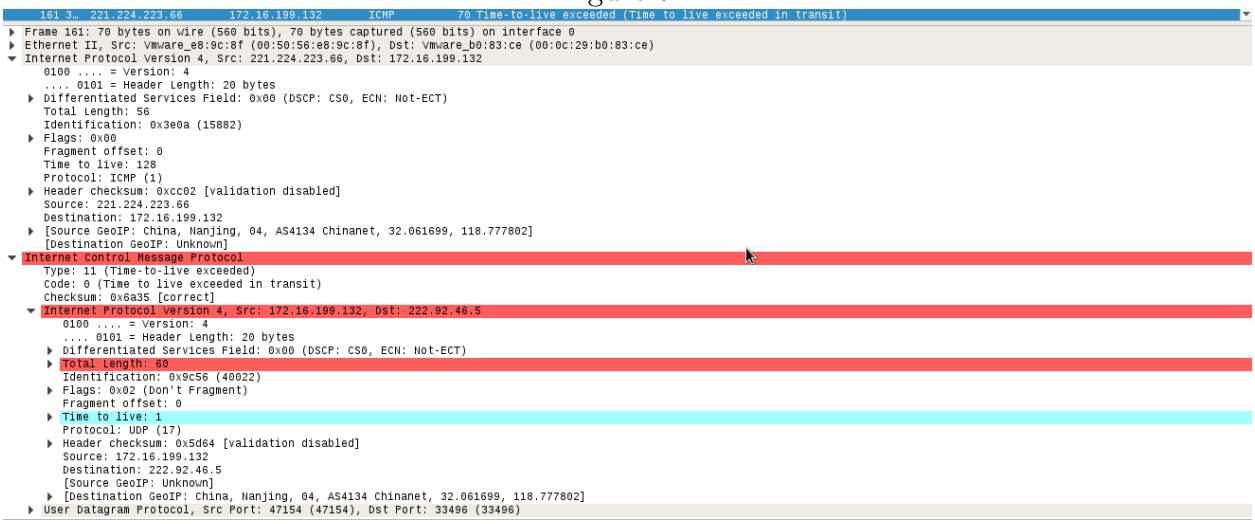


Figure 7:



6.4 Fragmentation

Problem 1 No fragrments and as no packet as the MF field set.

Problem 2 Yes, the MF bit is set and the 1st packet. There are 2 fragments in the form of UDP packets

Problem 3 Yes, there are 3 fragments.

Problem 4 THe MF field is sen and the lenght of the packet is of maximum size. Also, the offset is 0.

Problem 5 The MF field is 1 and the offset is 1480.

Problem 6 The offset and the checksum.

Problem 7 All Flags are set to 0 and the sum of the offset and packet length adds to the original datagram size.

Problem 8 The MTU of the network is 1500 bytes.

Figure 8: Console output for ping with datagram of 1000B

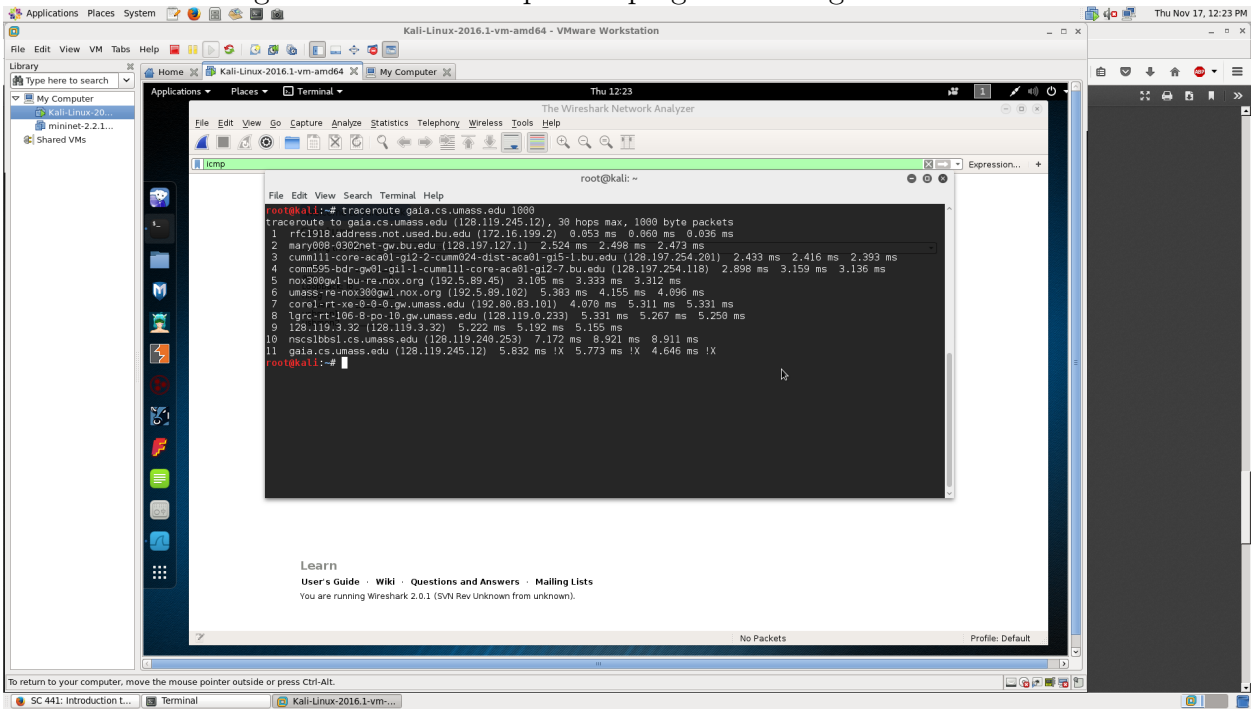


Figure 9: Console output for ping with datagram of 2000B

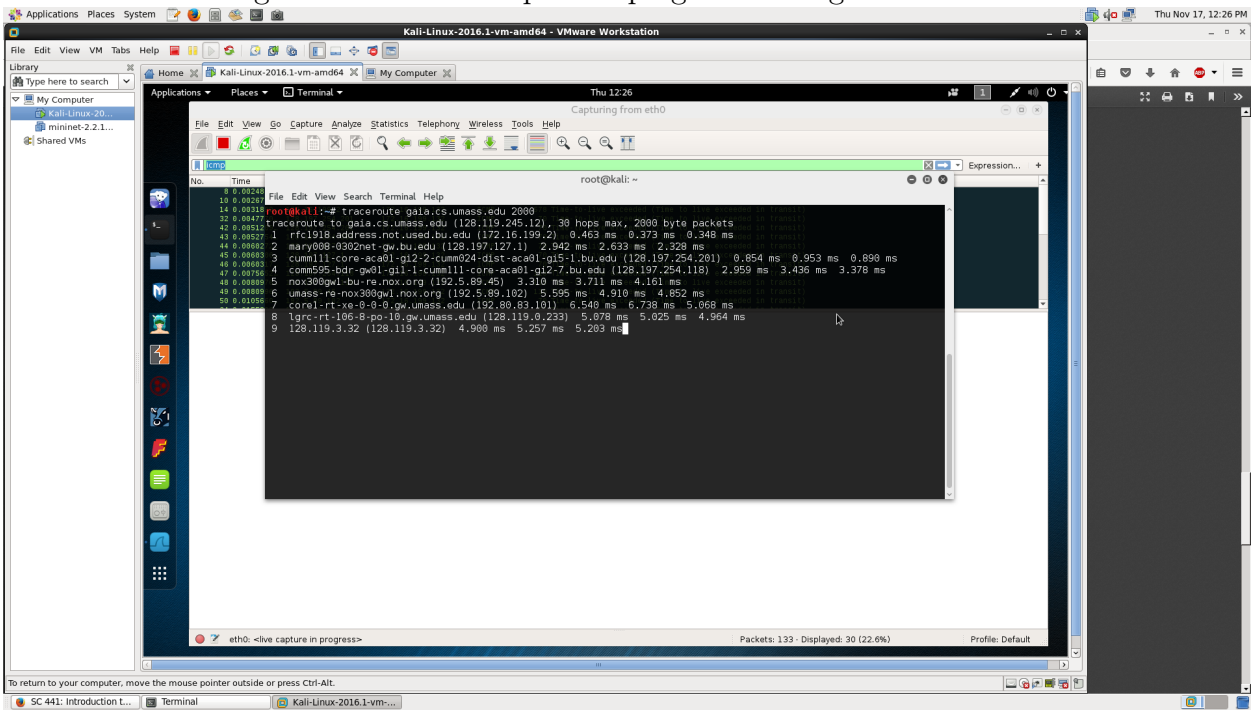


Figure 10: Console output for ping with datagram of 3500B

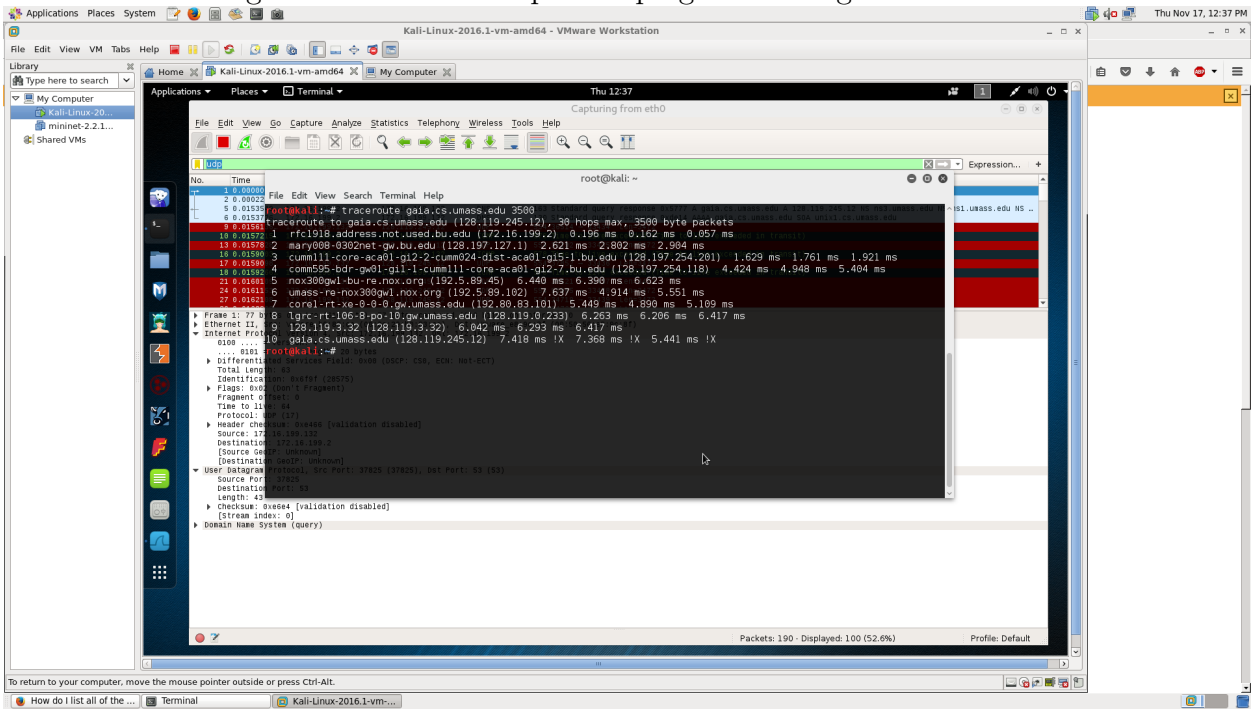


Figure 11: First UDP probe

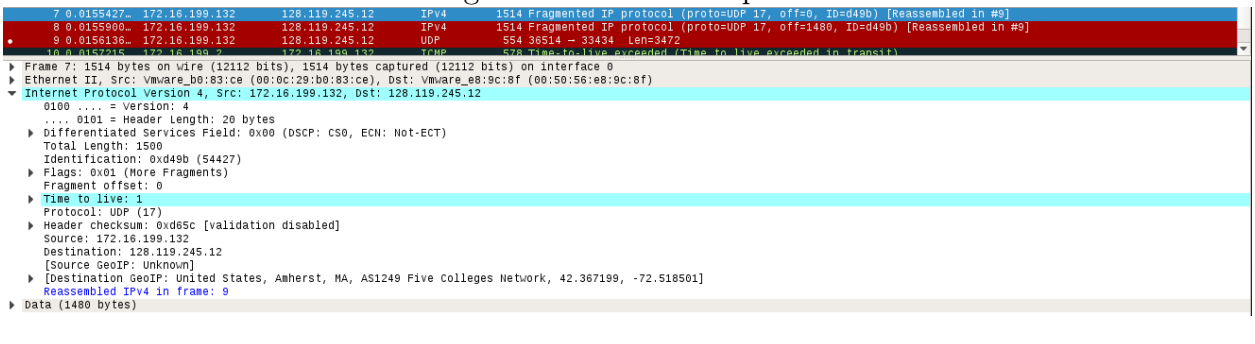


Figure 12: Second UDP fragment